NIGHT'S WATCH		
Role Overview		
The Night's Watch operates as a faction of manipulative bullies, threatening and punishing the great Houses to get what they want - namely, a fully	manned Watch to natrol the Wall against wildling harbarians and other far darker	things in the cold wilderness of the Lands of Always Winter
The Night's Watch operates as a lesson of manipulative sollines, all earling and parishing the great reaces to get what they want manney, a tally The Night's Watch wins if you have a full team of four players, formed from the disgraced Heirs of the noble Houses.	Training Visitor to paror the Visit against whaling barbarians and other far dancer	unings in the cold whiterhess of the Edinas of Aways Whiter.
Starting with only a single player, the Watch forces Heirs to capitulate and join their ranks.		
Each of the roles within the Night's Watch functions along similar lines, with a few distinct differences.		
Each of the foles within the rights watch functions along similar lines, with a few distinct uncertices.		
If the Night's Watch gains its fourth member and the game continues, publicly announce which House you are backing and attempt to seat them on	the Iron Throne	
In the event of a tie in Power among the Houses, the Night's Watch Lord Commander decides the winning House.	the non-rinone.	
A victory for the Night's Watch does not have a direct effect on the win condition of the eight Houses.		
As such, the Night's Watch is an optional faction which can be dropped as needed.		
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Roles		
Lord Commander The Lord Command is the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of the delicity force habited the Nichtle Wester and the selection of		
The Lord Commander is the driving force behind the Night's Watch and the role the starting player assumes.		
The Lord Commander is the leader of the Watch, treating with Lords and representing the Watch's interests in court.		
Heirs may take the black and join the Night's Watch at any time.		
Doing so removes all Power penalties from Secrets Cards accumulated thus far by their House.		
This includes Secrets Cards played by both the Night's Watch and from rival Houses.		
When an Heir joins the Watch, the Lord Commander must assign them a new role: Steward, Builder, or Ranger.		
The Night's Watch may only have one of each Role.		
The Lord Commander may travel freely to any table each Round.		
Members of the Night's Watch may not stand at a table where another member of the Night's Watch is currently standing.		
The Lord Commander starts with one Secrets Card on every House.		
These cards have no expiration.		
, need at the real of the september of t		
The Lord Commander can perform all listed actions below at the Throne Table, perform all listed actions below at the Westeros Table, and can Dig	In Dirt and then either Forge A Link or Dig Un Dirt a second time at the Citadel T	able
The cord desimalation can perform an indeed decided occurred to the model raise, perform an indeed decided below at the weedened raise, and can sign	by Birt and their claim is age in Elink of Big of Birt a second time at the ortage.	ADIC.
A newly recruited member of the Night's Watch bears a black cloak, takes an oath, and reads the vows.		
Afterny residined inclined of the highest visitor bears a black clock, takes an early, and readed the 1996.		
Additional Roles		
The Builder of the Night's Watch can perform all actions listed below at the Delve Table, perform all actions listed below at the Westeros Table, and	can perform one of either Dig Up Dirt or Forge A Link while at the Citadel Table	
The ballet of the rights material perform an addition listed below at the benefit and, perform an addition listed below at the westeries raise, and	can perioriti one of clater big op blit of torgett blink white at the ordader table.	
Additionally, the Night's Watch Builder has a special ability.		
At the start of each Round, the Builder may designate a land at the Westeros Table to have a temporary Stronghold that lasts for this Round only.		
At the start of each footing, the Bulleti may designate a faile at the Westerles Fable to have a emporary energinate that take for this reduction.		
The Steward of the Night's Watch can perform all actions listed below at the Delve Table, and can perform one of either Dig Up Dirt, Forge A Link, N	isit Rookery or Research Legends while at the Citadel Table	
The destrate of the rights reading and early below at the period and early period of the rights and early period of the righ	isit Noonary, or Nessearch Edgerids while at the Orlader rusie.	
Additionally, the Night's Watch Steward has a special ability.		
Towards the end of each Round, the Steward may participate in Conspiracy with the Maesters of the Citadel Table, adding one vote to any House a	nd allowing one reroll of the die used to determine the Season	
Towards the end of each found, the steward may participate in conspiracy with the wassers of the cheater fashe, adding one vote to any floure a	nd allowing one refoil of the disca to determine the deason.	
The Ranger of the Night's Watch can perform all actions listed below at the Delve Table, and can perform one of either Dig Up Dirt, Visit Rookery, o	Pessarch Legends while at the Citadel Table	
The range of the rights trated out perform an actions listed below at the better rable, and can perform the different big up bill, visit Nobelly, to	Trescaron Edgendo Willie at the Oltader Table.	
Additionally, the Night's Watch Ranger has a special ability.		
Additionally, the Night's Watch Ranger has a special ability. Once per Round while at the Citadel Table, the Ranger gains a bonus Relic Location Card.		
Once per Noutra writte et alle Ottauer i abie, alle Natiger gains à buttus nelle Location Calit.		
Throng Table		
Throne Table While here when the Lords are trading the Lord Commander may accord affe of Deceured cards or Cold from any House, as long as you address to	no House Lorde properly by their poble titles and hand the knee in a	
While here when the Lords are trading, the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards or Gold from any House, as long as you address the Lord Commander may accept gifts or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards gifts or Gold from any House, as long as you address the Lord Commander may accept gifts of Resource cards gifts or Gold from any accept gifts of Resource cards gifts or Gold from a gift gifts of Resource cards gifts or Gold from a gift gift gifts or Gold from a gift gift gifts or Gold from a gift gift gift gift gifts gi	ie i iouse Lords properly by their noble titles and bend the knee in supplication.	
However, the Lord Commander may never give Gold or Resources cards away.		

The Lord Comma	ander can, howev	er, give Resource cards a	nd Gold to other members of	of the Night's Wa	atch for their own uses.						
The Lord Comma	ander may also tr	ade any four Resource car	ds of the same type to the I	Free Cities in ex	change for Gold.						
While here, the L	ord Commander	may also trade any Secret	s, Relics, or Relic Location	Cards with any	Lords.						
The Lord Comma	ander may also pa	articipate in Court Intrigue,	if the Lord Commander is a	at the Throne Ta	able towards the end of the Round.						
The Lords will se	cretly place cards	down.									
After the Lords' h	nave revealed the	ir cards, you may publicly i	emove one card from play.								
Any House which	h has not had its o	card selected gains one Go	old coin.								
Make sure they o	give their thanks a	and know who helped them	out.								
Westeros Table											
The Night's Wate	ch never fields arr	nies of their own, for the N	ight's Watch takes no part i	n the wars of the	e Seven Kingdoms.						
While the Night's	Watch is here, w	hen any army rolls a 6 or l	ower on Give Battle, the Ni	ght's Watch play	yer gains a Secrets card about that Ho	ouse.					
The Night's Wate	ch may spend a n	umber of Resources of any	type while at this table to	affect armies, as	s indicated below.						
Seven Resource	cards - Make a la	and immune to Raid for this	s turn.								
Seven Resource	cards - Let wildlin	ngs, pirates, or outlaws am	bush an army and Give Ba	ttle.							
Roll two dice and	d add the results.										
On a 7 or higher,	, the chosen army	is Routed and must retrea	it.								
Five Resource ca	ards - Support an	army, adding an extra die	to their rolls and dropping t	he lowest die.							
Five Resource ca	ards - Oppose an	army, adding an extra die	to their rolls and dropping t	he highest die.							
Five Resource ca	ards - Grant an ar	my a bonus Force March (only usable in Summer).								
Five Resource ca	ards - Provide an	escape route and allow on	e army to ignore the effects	of Cut Off.							
Citadel Table											
While here, once	per Round the L	ord Commander may Dig l	Jp Dirt and then either Forg	e A Link or Dig	Up Dirt again.						
	•			-	of dice equal to 2 + number of Crystals	of Knowledge, add	ling the results of the best tw	vo dice.			
On a result of 6 of	or less on any acti	ion, the player will tend to	a raven (see below).								
On a result of 7-9	9 for any action, th	ne player makes increasing	progress.								
Choose to either	tend to a raven (s	see below) or gain a Crysta	al of Knowledge.								
On a result of 10	or higher when u	sing Dig Up Dirt, the playe	r gain a Secrets Card from	any House and	loses all Crystals of Knowledge.						
On a result of 10	or higher when u	sing Forge A Link, the play	ver forges a new Maester lir	nk in their chain,	, in any order.						
Each member of	the Night's Watch	n gains the ability listed an	d the player loses all Crysta	als of Knowledge	e.						
On a result of 10	or higher when u	sing Research Legends, th	ne player gains a Relic Loca	ation Card and le	oses all Crystals of Knowledge.						
	-										
On a result of 10	or higher when u	sing Visit Rookery, the pla	yer gains a Dark Wings Dar	rk Words Card a	and loses all Crystals of Knowledge.						
	_										
Ravens											
	tended to three ra	vens, you may send out a	disruptive communique and	d gain a Dark W	/ings Dark Words Card.						
Give these cards	to the appropriat	e GM at the end of each R	ound.								
These can be us	ed to:										

Give a -1 penalty to a Force an army to lose Force a House Lord to Break a recently form	o a House Heir's next Delve roll all rolls made by a House while at te its action (Knight's Choice) to lose a Resource ted Alliance (requires two Dark Wir w Alliance (requires two Dark Wir w Alliance (requires two Dark Wir	ngs Dark Words Cards)							
Manatar I into after 1	Ni-h4/- \0/-4-h								
Maester Links of the I		ges A Link, choose one benefit from	n holow and mark it down						
	ight's Watch immediately gain this		II below and mark it down.						
All members of the Ni	ight 3 Water infinediately gain this	IIIR do Well.							
Bronze (astronomy): O Platinum (chivalry): O Silver (medicine & he. Iron (warfare): Reduc Pewter (measuremen Red Gold (statecraft):	Once per Round, you may add +1 to aling): You ignore the penalty for ree the cost of your actions at the Whats): The Night's Watch may trade: When at the Lords table for Cour	ble, you may reroll the die used to o the result of another House's rol	I while you are at the same tab ard. urces to the Free Cities for gold ouse card.	,	s after the roll is made.				
Delve Table									
	nember of the Night's Watch with a	Relic Location Card can delve int	o forgotten ruins to retrieve por	werful artifacts					
	a Relic Location Card and bring it		o longotteri rullis to retrieve por	werrar artifacts.					
		rally related to the named Relic Lo	cation and Relic Card to be gai	ined.					
		olve this challenge and roll two dic							
3	.,,	, , , , , , , , , , , , , , , , , , ,	.,						
If the player describes	s how they use their abilities as a	Builder, Steward, or Ranger to ove	rcome the challenge, they inst	ead roll three dice, take the	highest two, and add the	eir results.			
The Night's Watch pla	ayer may then spend Gold one-for	one after the roll to add +1 to the	result.						
On a result of 12: As	a result of 10 and gain two Gold.								
	"								
On a result of 11: As a	a result of 10, and gain one Gold.								
On a requit of 10, the	Lord Commander gets a random	Dolio Cord							
Discard the Relic Loc		Relic Card.							
Discard the Relic Loc	ation Card.								
On a result of 7-9 the	Night's Watch player doesn't find	I a relic, but the player does uncov	er forgotten loot						
	eplace the Relic Location Card with		or rorgonom room						
On a result of 6 or les	ss, the Night's Watch player is stru	ck by a terrible affliction, a mortal	wound were it not for the healing	ng hands of benevolent Ma	esters.				
The player must choo	ose to either spend 2 Gold or lose	the Relic Location Card.							
Setup									
	•	the Lord Commander (total of 8 ca	rds)						
0.1516.1									
Optional Setup									
Background & lore sh		se and their role in the Night's Wat	ch						